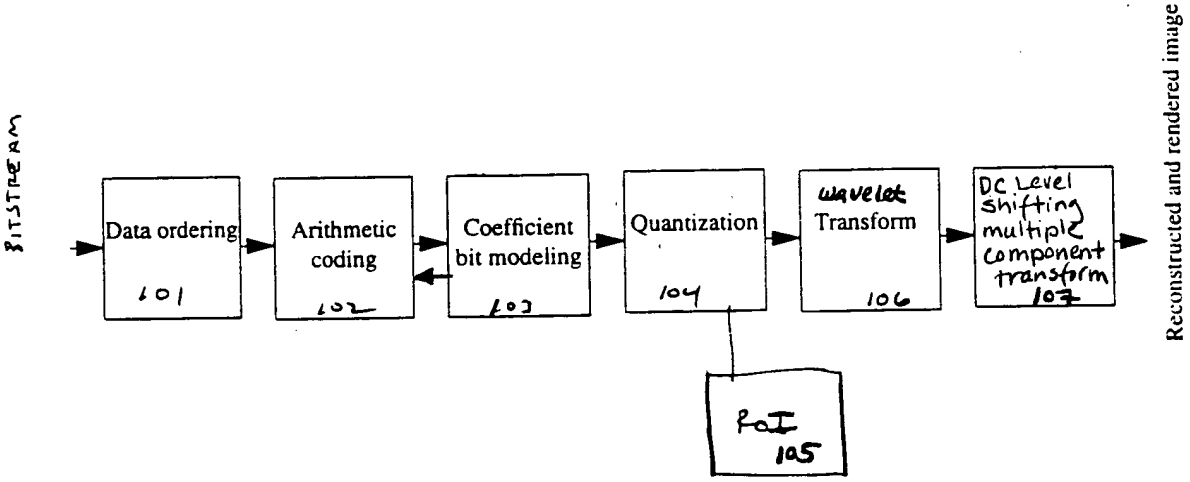

BITSTREAM
Data ordering
101
Arithmetic coding
102
Coefficient bit modeling
103
Quantization
104
wavelet Transform
106
DC Level shifting multiple component transform
107
Reconstructed and rendered image
RoI
105

Figure 1

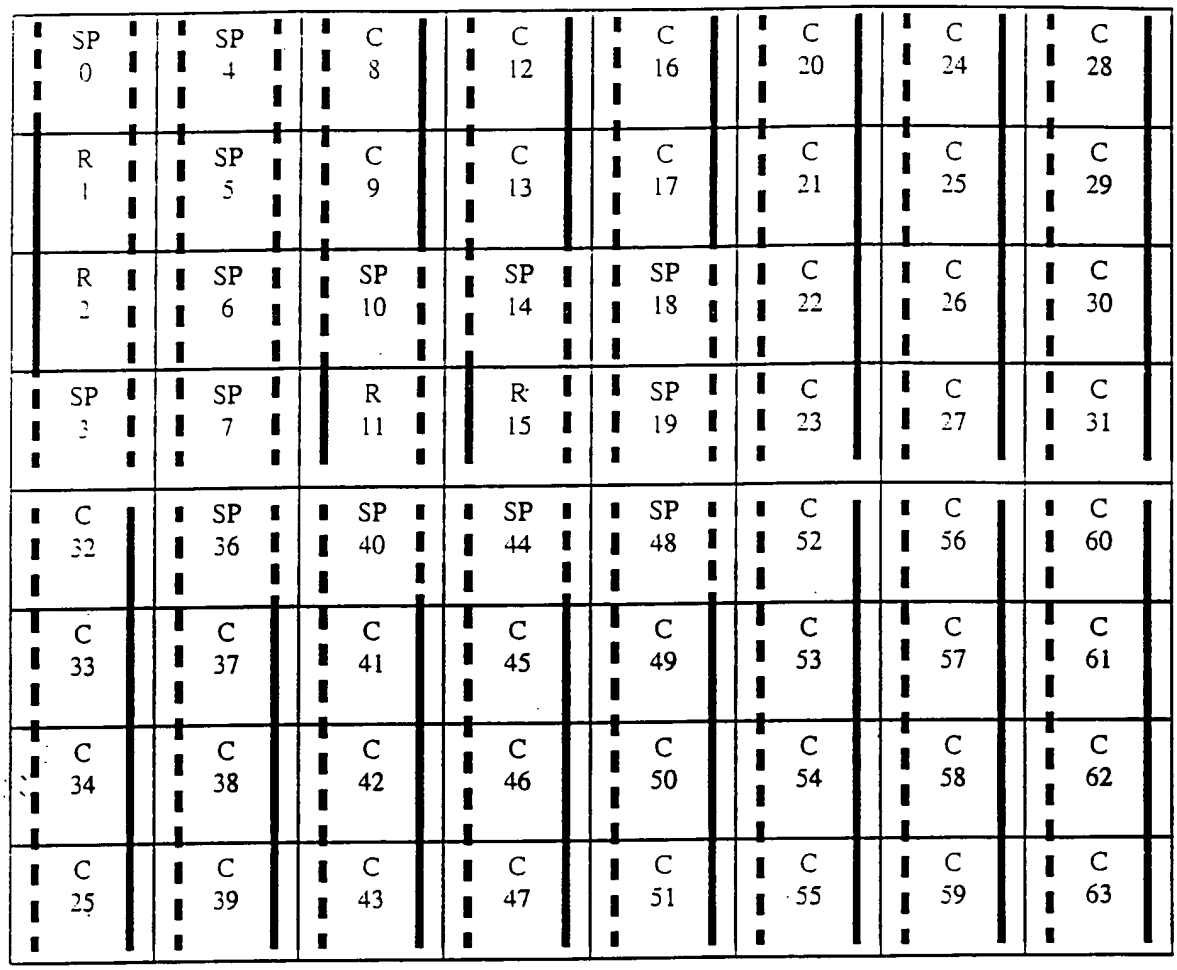

SP 0
SP 4
C 8
C 12
C 16
C 20
C 24
C 28
R 1
SP 5
C 9
C 13
C 17
C 21
C 25
C 29
R 2
SP 6
SP 10
SP 14
SP 18
C 22
C 26
C 30
SP 3
SP 7
R 11
R 15
SP 19
C 23
C 27
C 31
C 32
SP 36
SP 40
SP 44
SP 48
C 52
C 56
C 60
C 33
C 37
C 41
C 45
C 49
C 53
C 57
C 61
C 34
C 38
C 42
C 46
C 50
C 54
C 58
C 62
C 25
C 39
C 43
C 47
C 51
C 55
C 59
C 63

Figure 2A

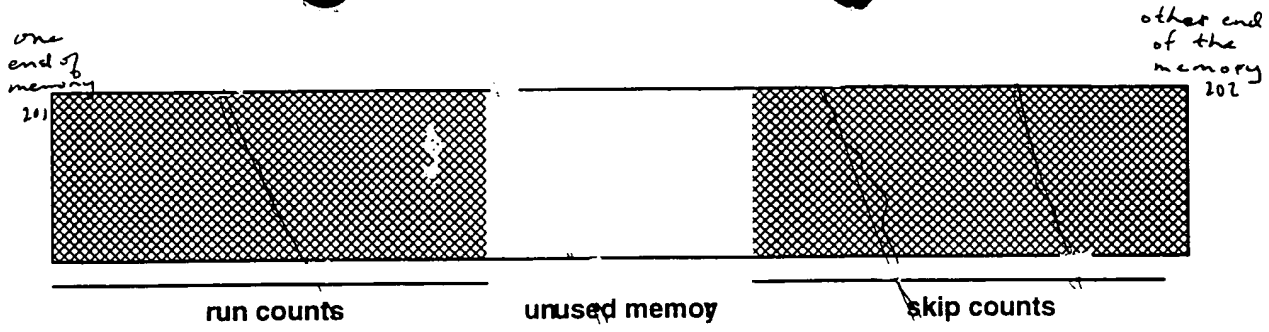


Figure 2B

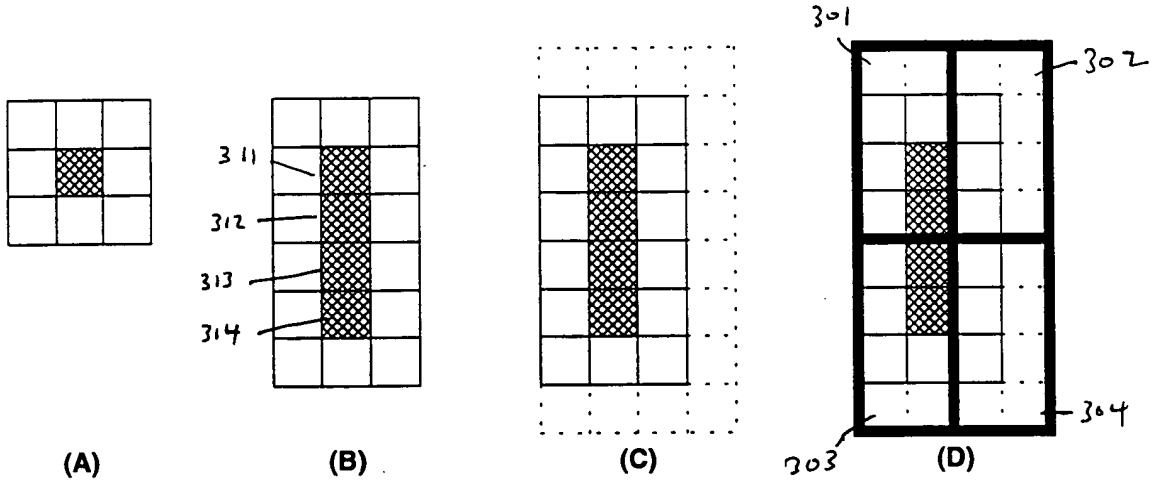


Figure 3

09809305.030901

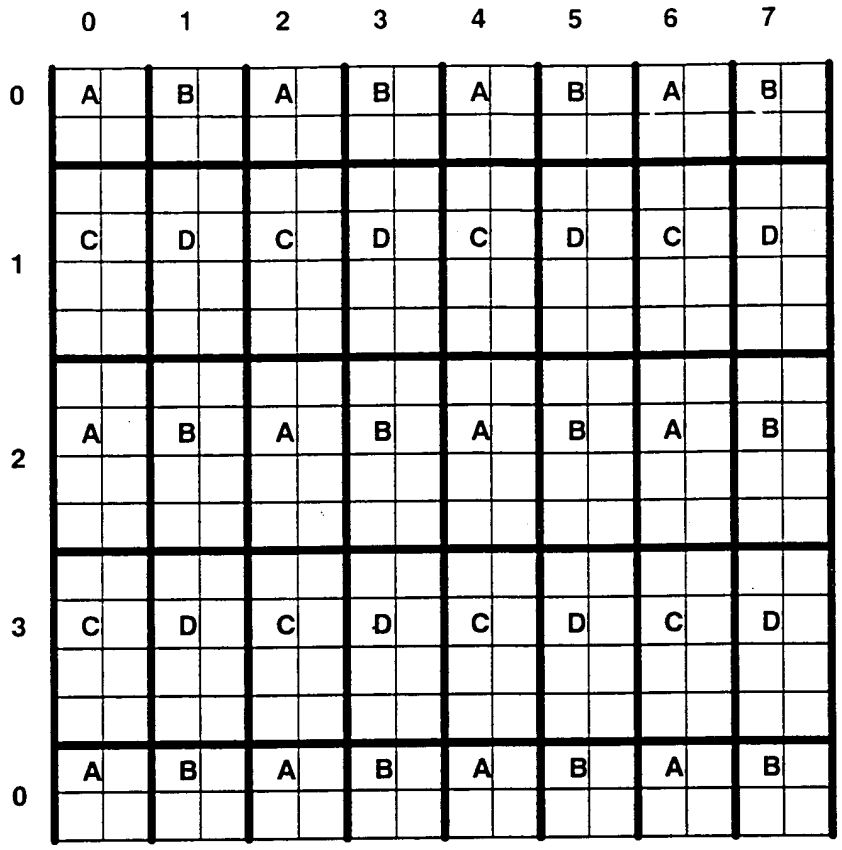

0 1 2 3 4 5 6 7
0
1
2
3
0
A B A B A B A B
C D C D C D C D
A B A B A B A B
C D C D C D C D
A B A B A B A B

Figure 4

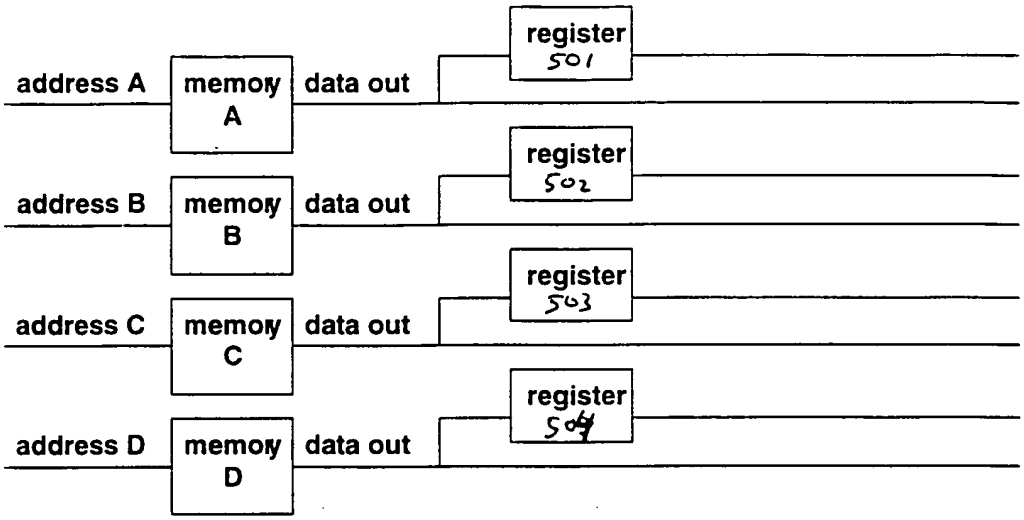


Figure 5

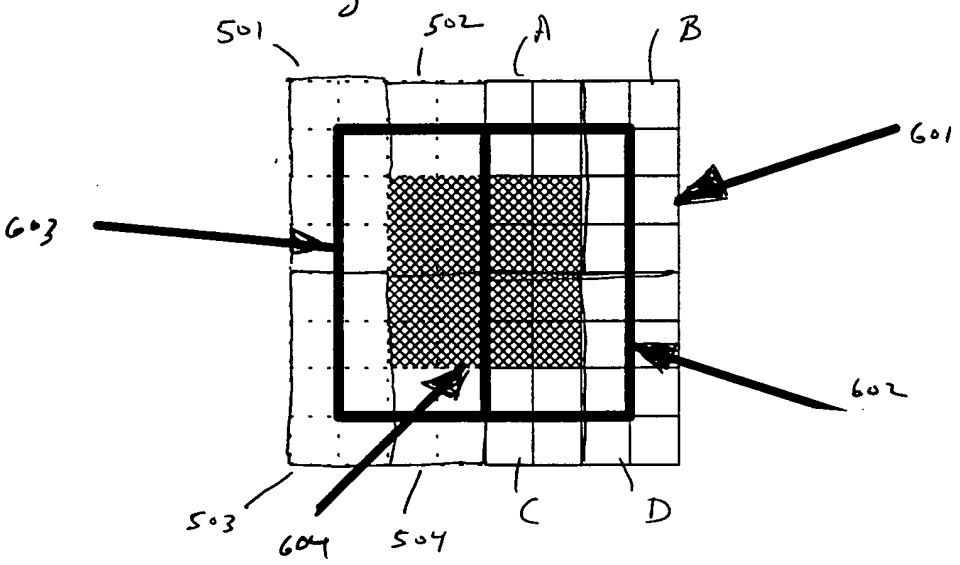


Figure 6

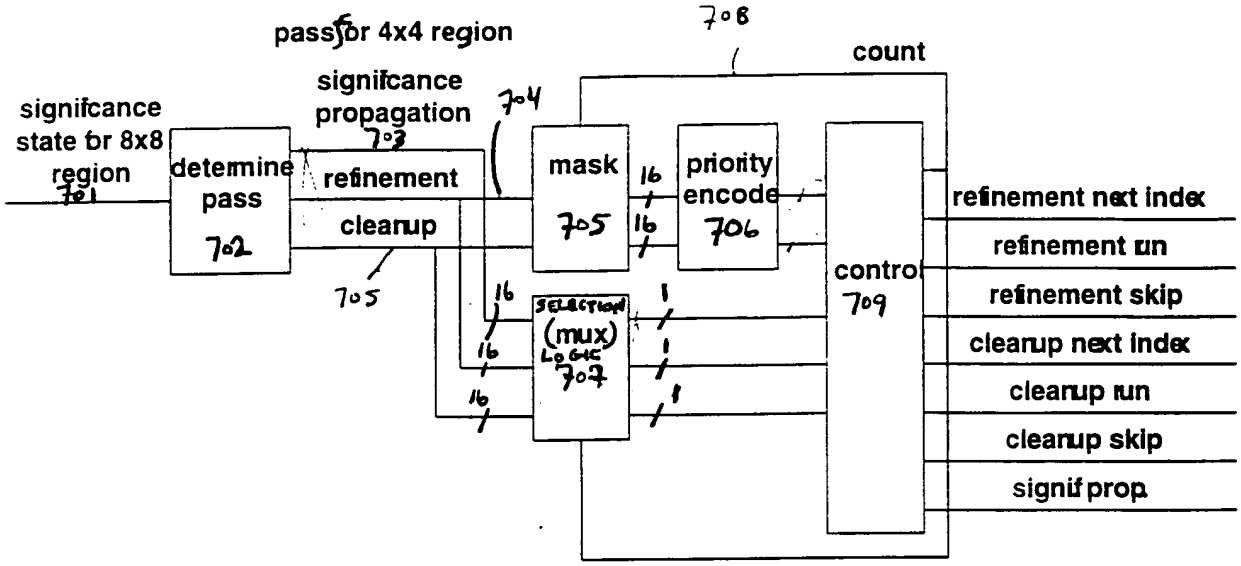


Figure 7

SP	SP	SP	SP
C	C	C	C
SP	SP	SP	SP
SP	R	R	SP

SP = significance propagtion
C = cleanup
R = refinement

SP pass: 10*2 for SP pass coefficients
6 for C and R pass coefficients
C pass: 4*2 for C pass coeficients
R pass: 2 for R pass

total: 36 clocks = 2.25 clocks per coefficient

Figure 8

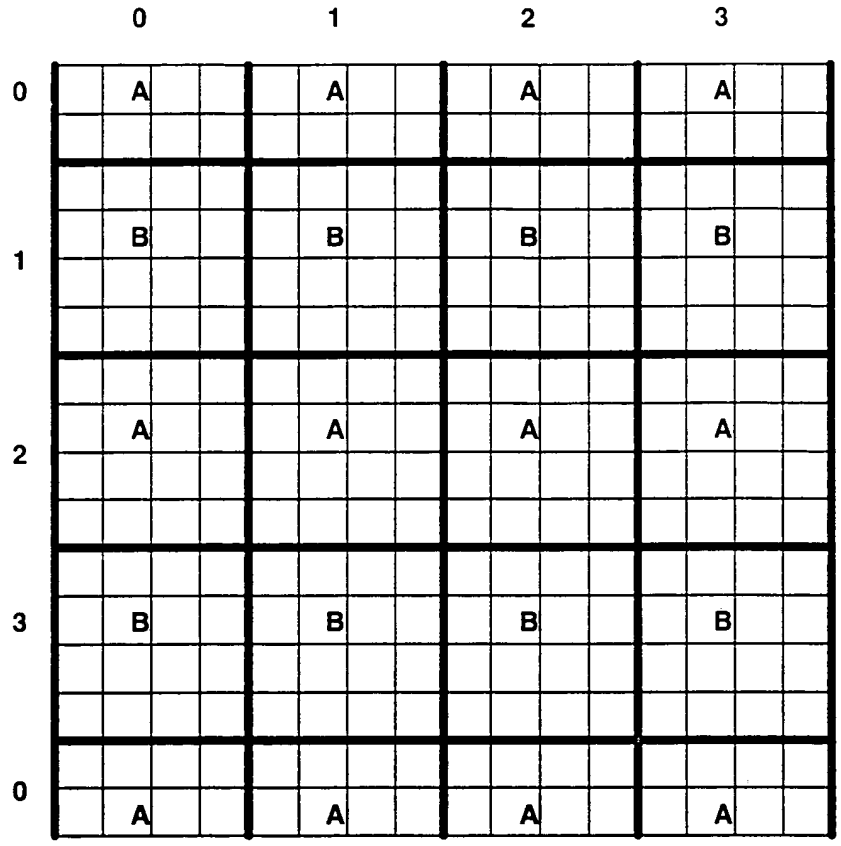


Figure 9

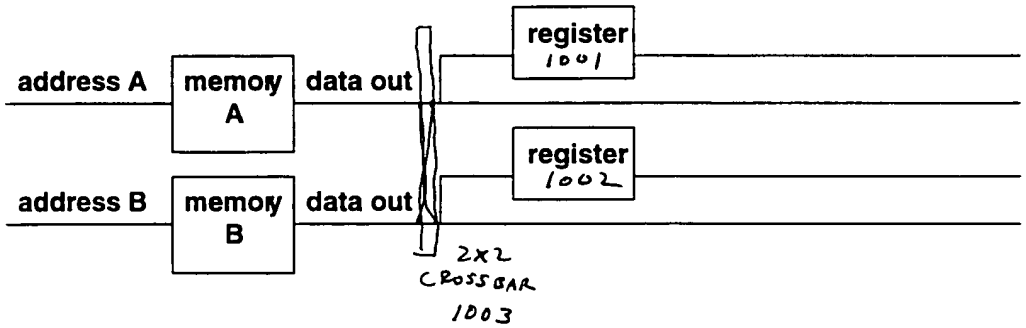


Figure 10

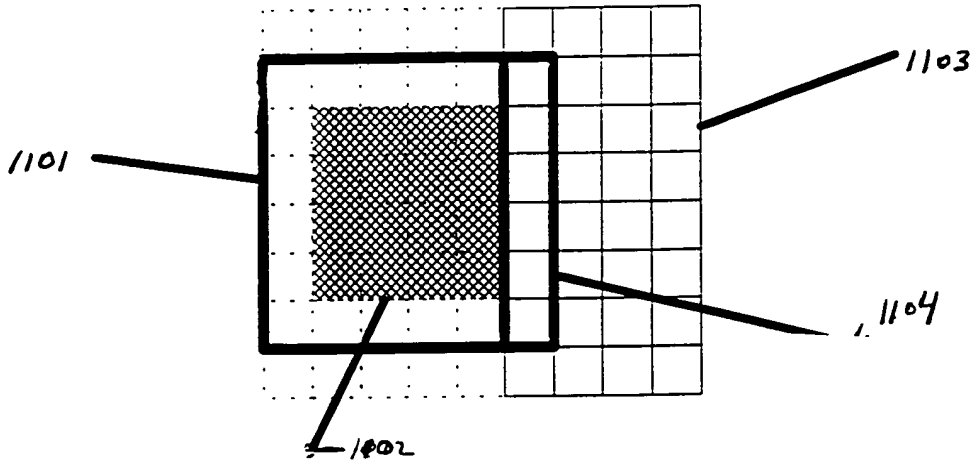


Figure11

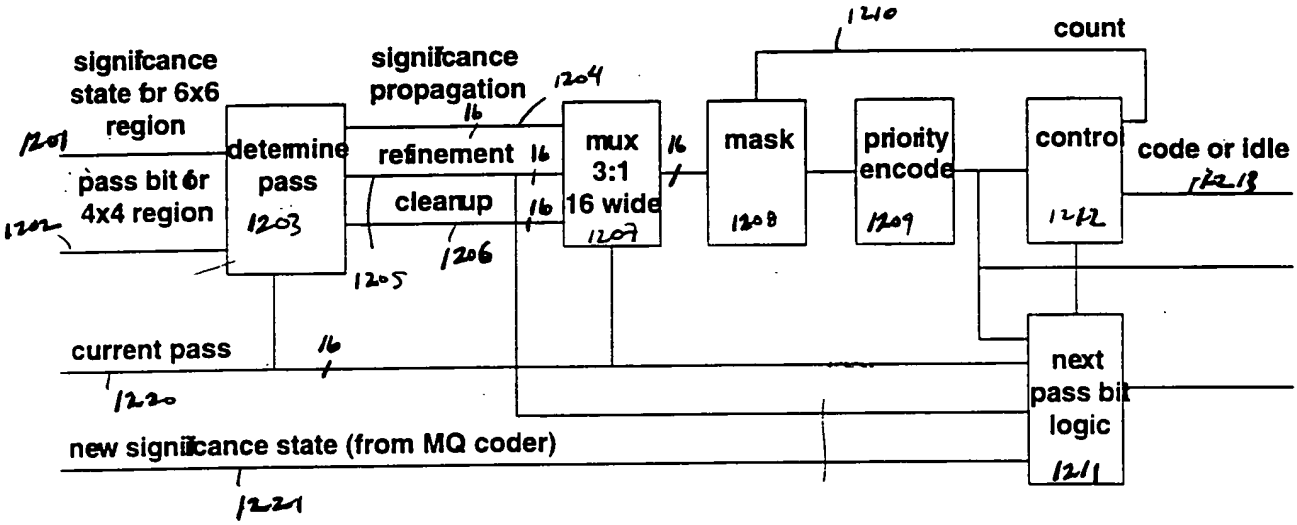


Figure 12

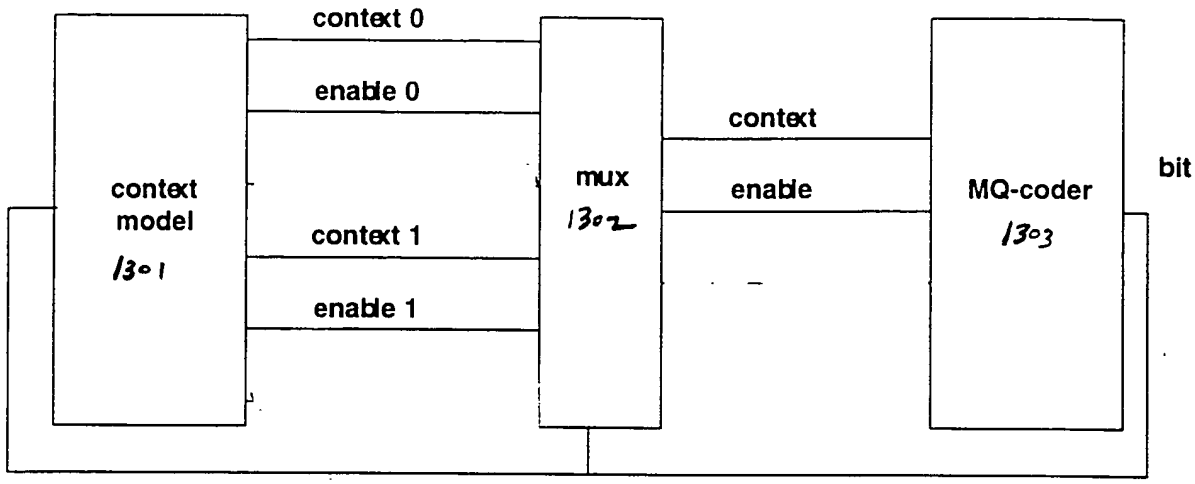


Figure 13

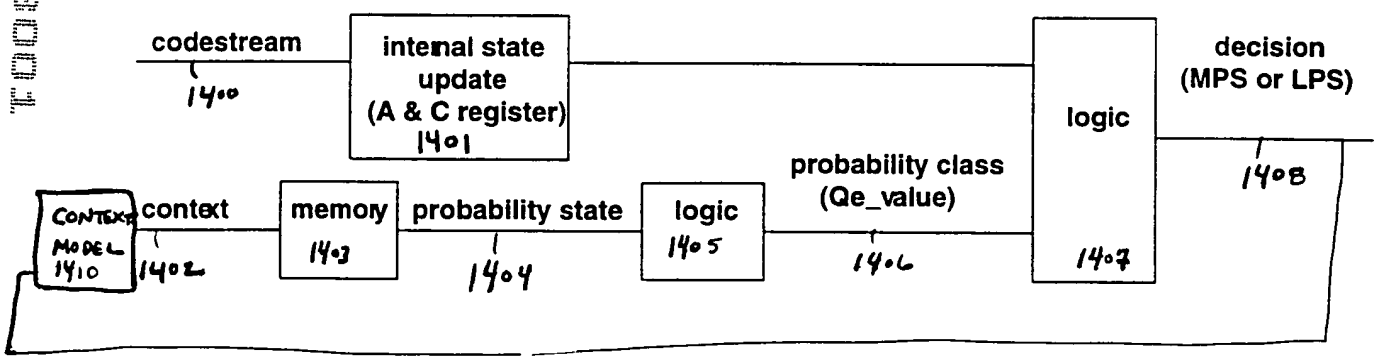


Figure 14A

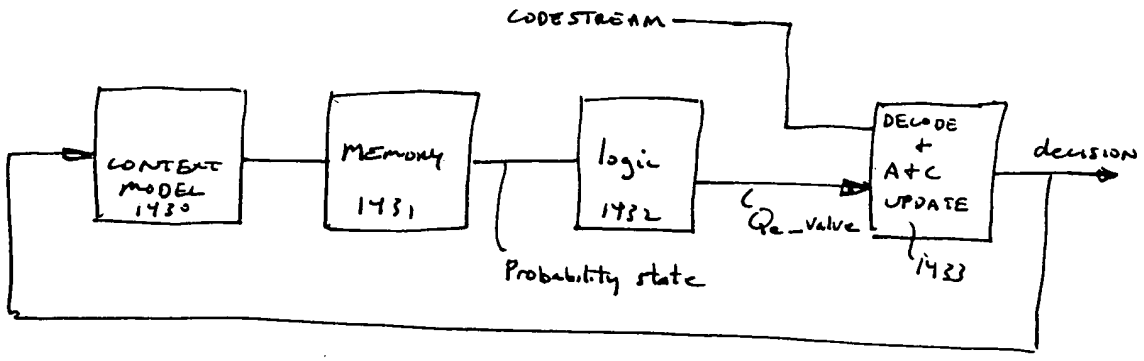

CODESTREAM
CONTEXT MODEL 1430
MEMORY 1431
logic 1432
DECODE + A+C UPDATE
decision
Qe_value
Probability state
1433

Figure 14B

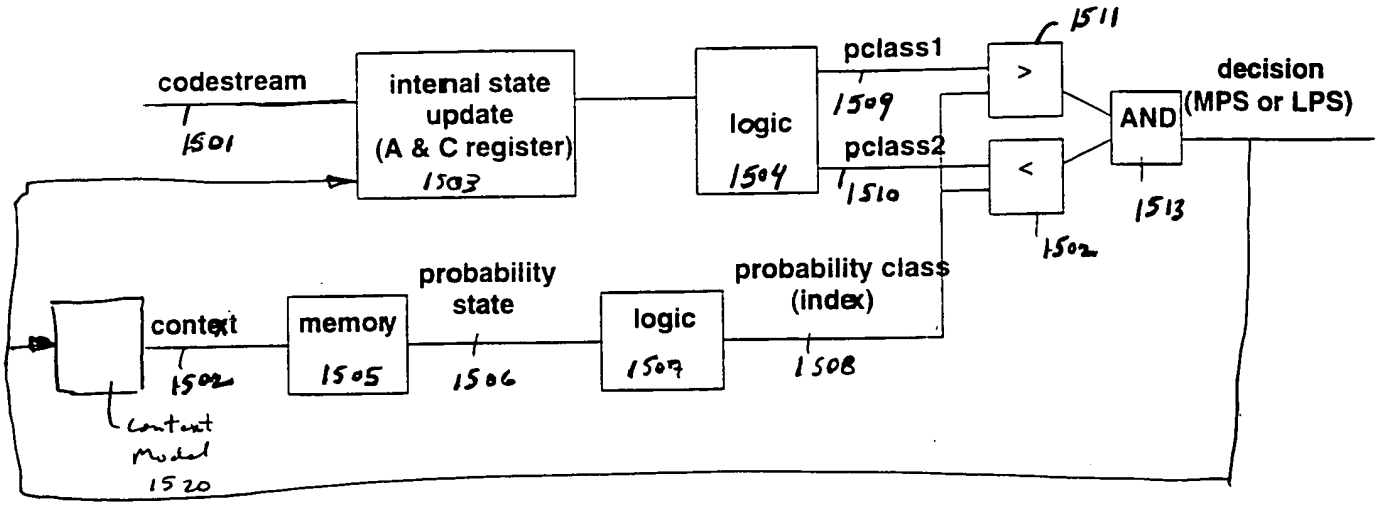


Figure 15

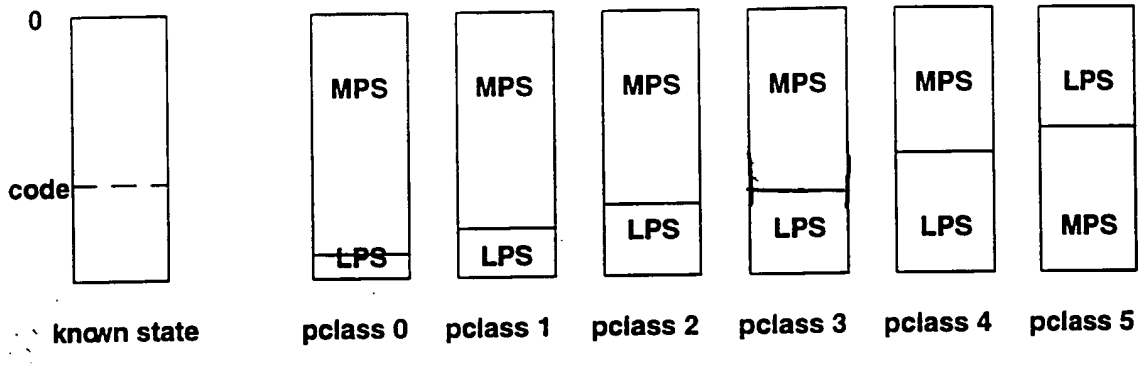


Figure 16A

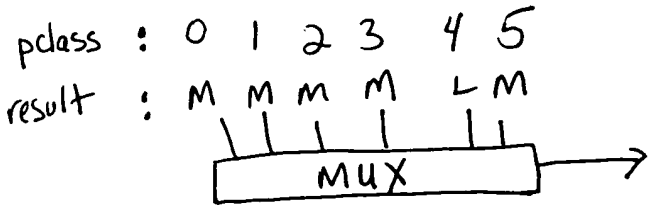


Figure 16B

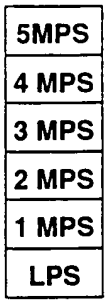


Figure 17

P0050350

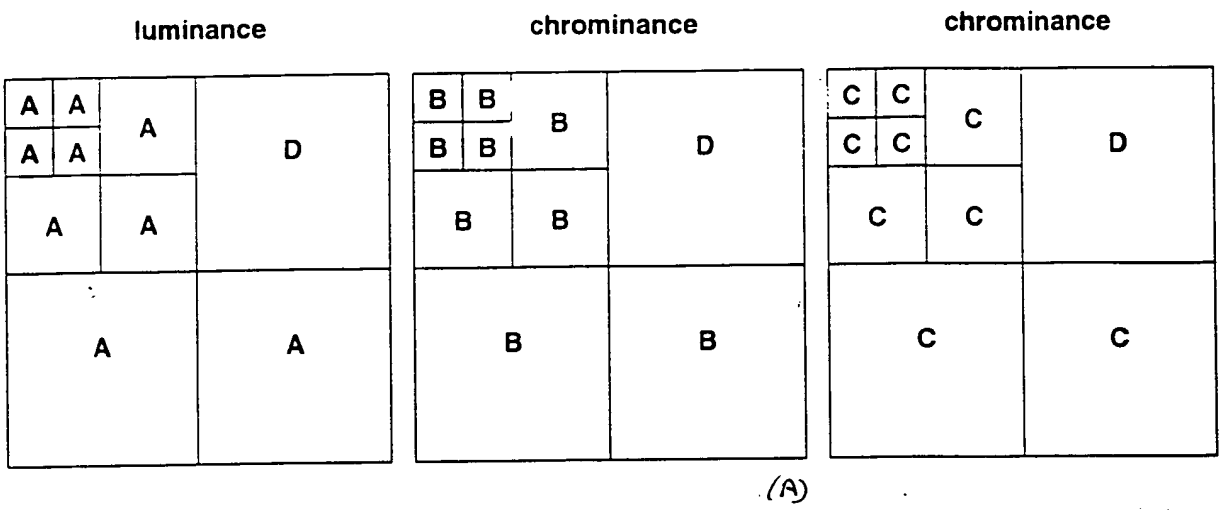

luminance
chrominance
chrominance
A A A D
A A A
A A
B B B D
B B B
B B
C C C D
C C C
C C
(A)
A A A B
A A A
B A
C C C D
C C C
D C
E E E F
E E E
E E
F E
(B)
F F B C
F F A
A A
B
G G C F
G G B C
D H
E E E E
E E D D
G H
(C)

Figure 18

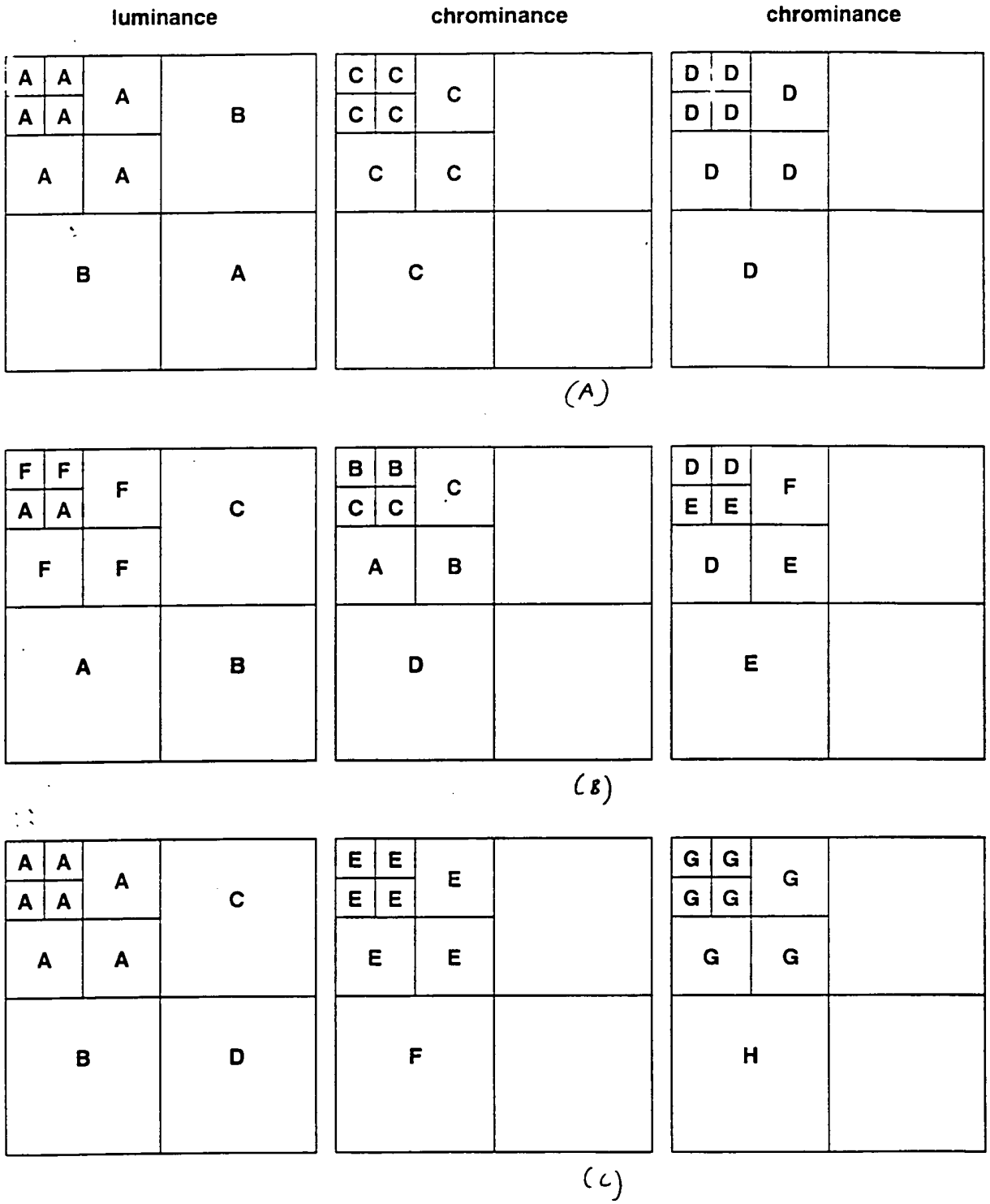

luminance
chrominance
chrominance
A A A B A A A A B A
C C C C C C C C C
D D D D D D D D D
(A)
F F F C A A F F A
B B C C A B D
D D F E E D E E
(B)
A A A C A A A A B D
E E E E E E E E F
G G G G G G G G H
(C)

Figure 19

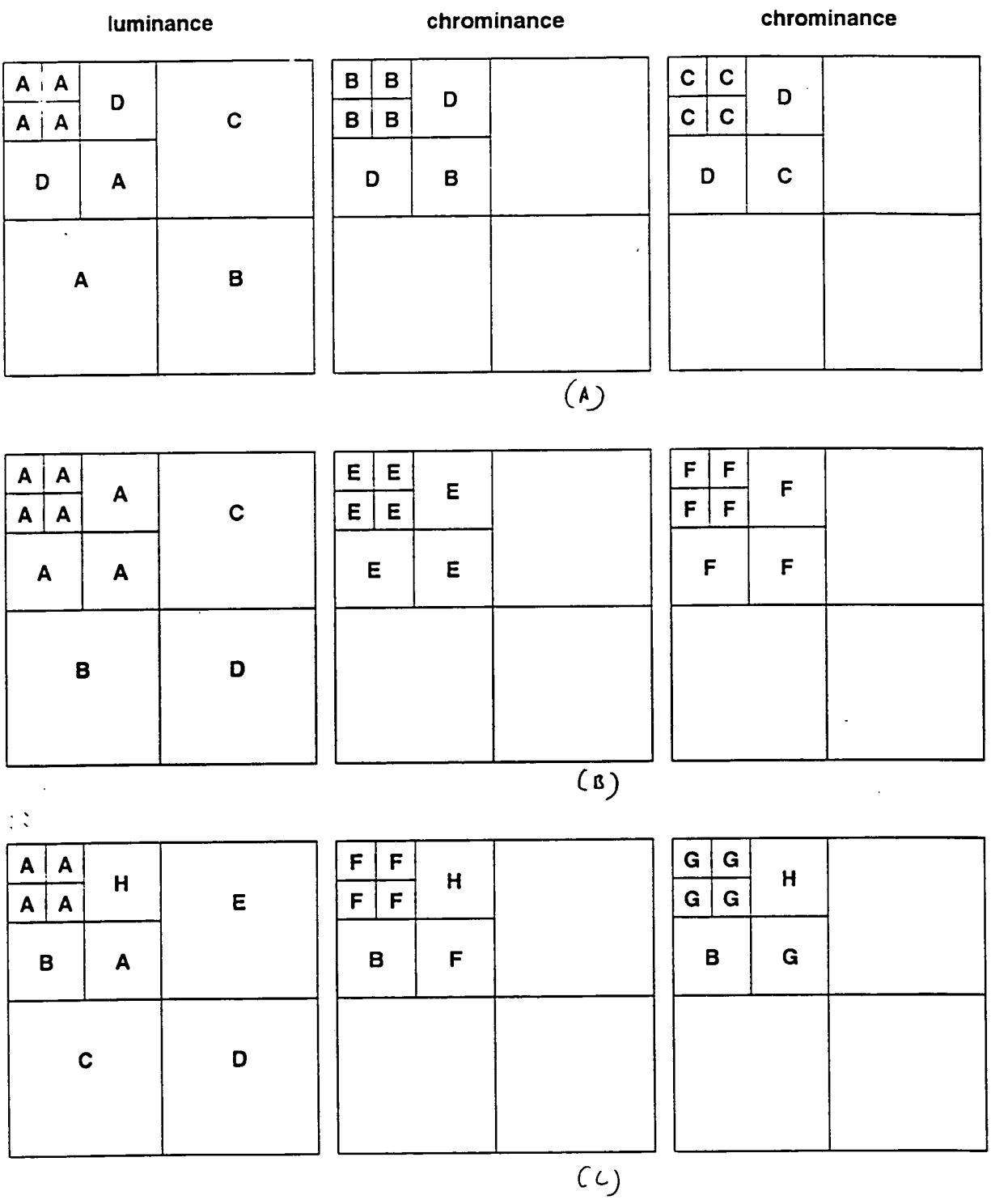

luminance
chrominance
chrominance
A A D C
A A D A
A B
B B D
B B D B
C C D
C C D C
(A)
A A A C
A A A A
B D
E E E
E E E E
F F F
F F F F
(B)
A A H E
A A H A
C D
F F H
F F H F
G G H
G G H G
(C)

Figure 20

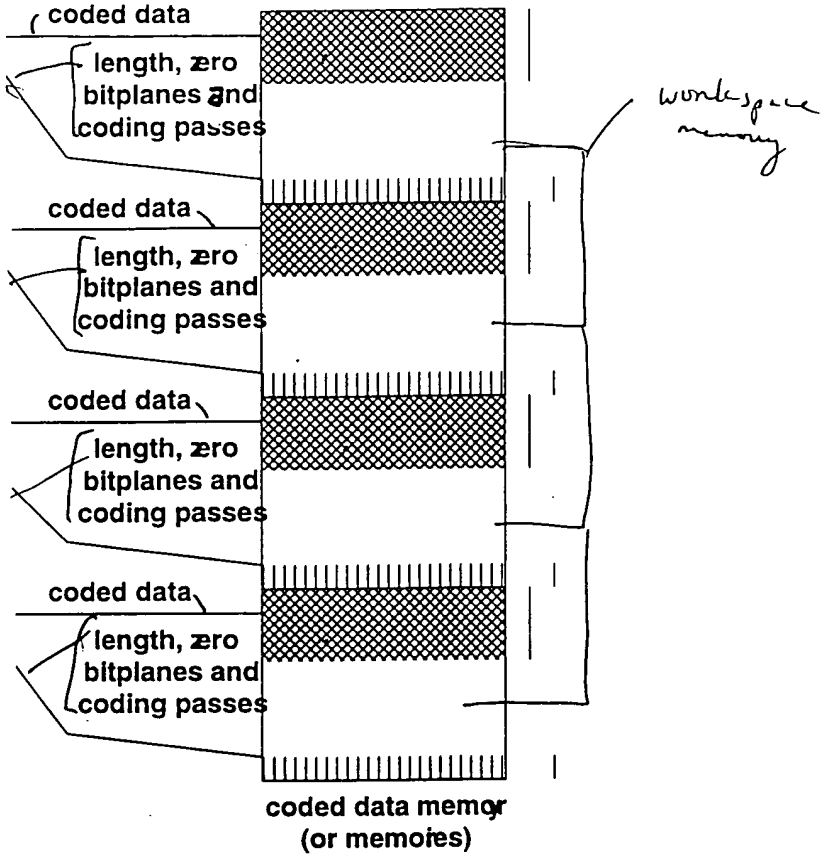

coded data
length, zero bitplanes and coding passes
coded data
length, zero bitplanes and coding passes
coded data
length, zero bitplanes and coding passes
coded data
length, zero bitplanes and coding passes
coded data memory (or memories)
workspace memory

Figure 21

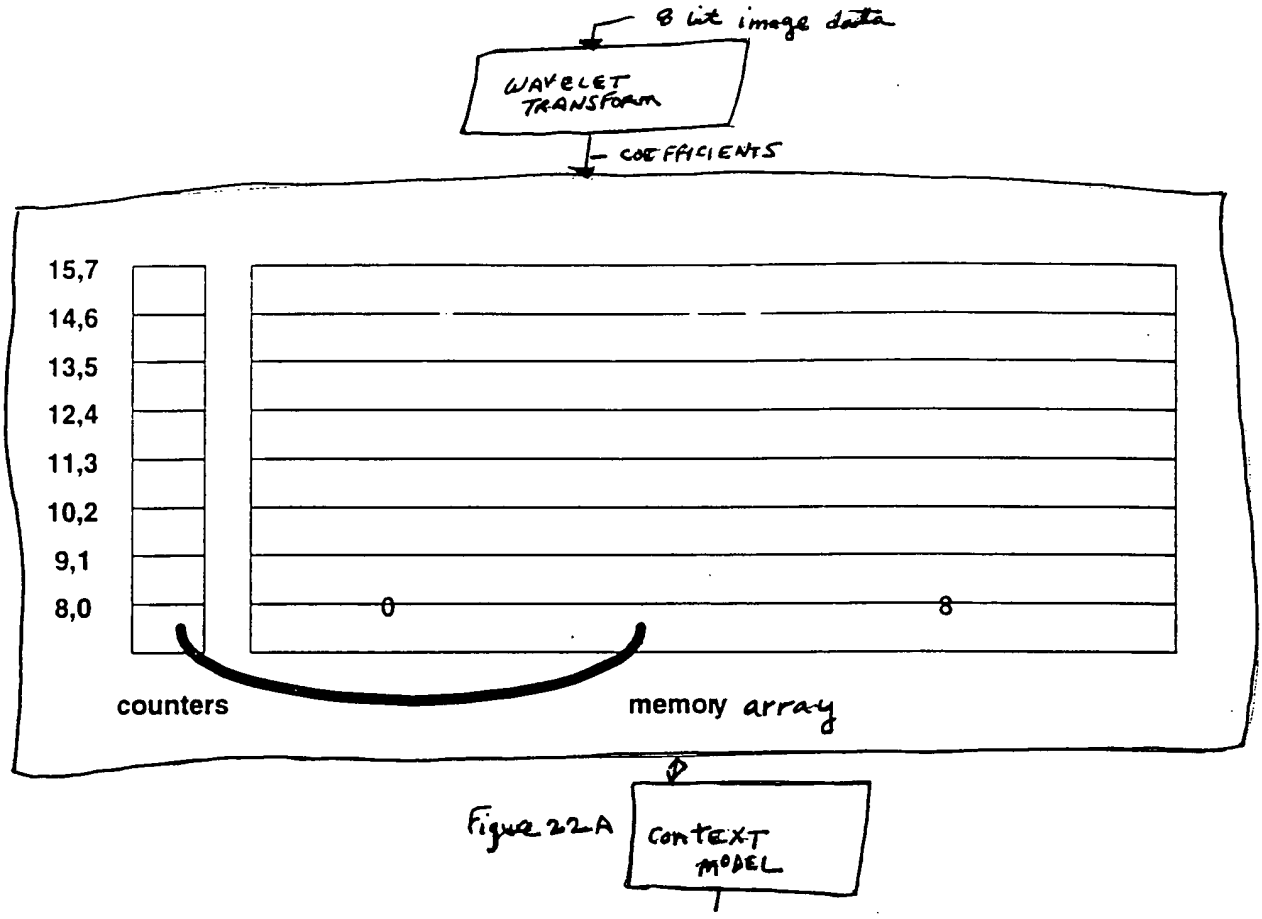


Figure 22A

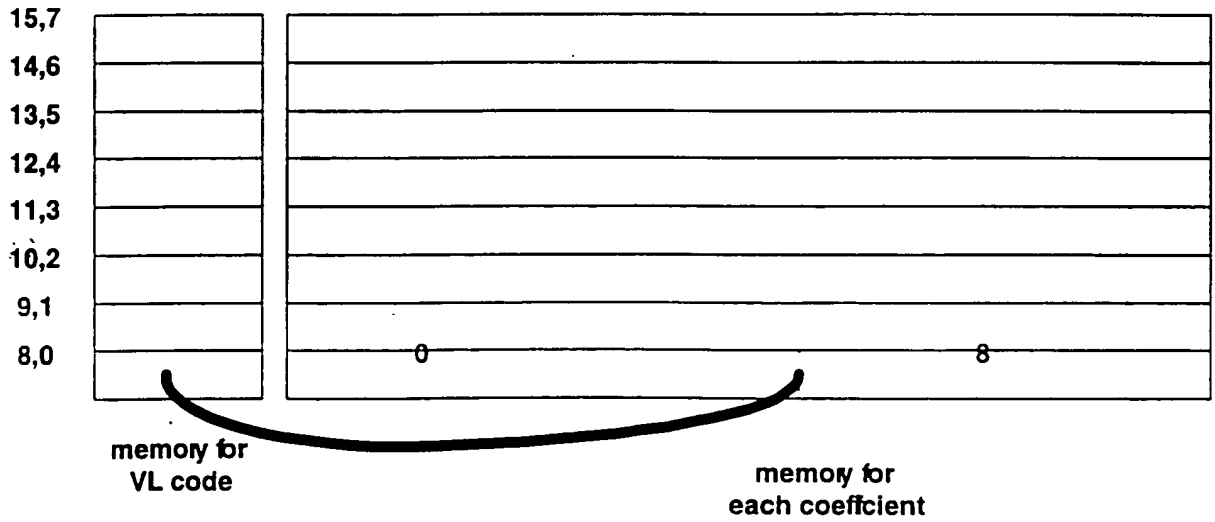


Figure 23

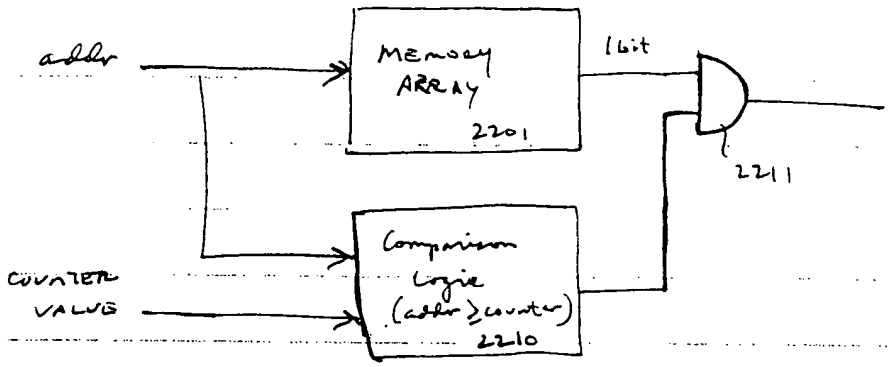

addr
MEMORY ARRAY
2201
1bit
2211
COUNTER VALUE
Comparison Logic (addr ≥ counter)
2210

Figure 22B

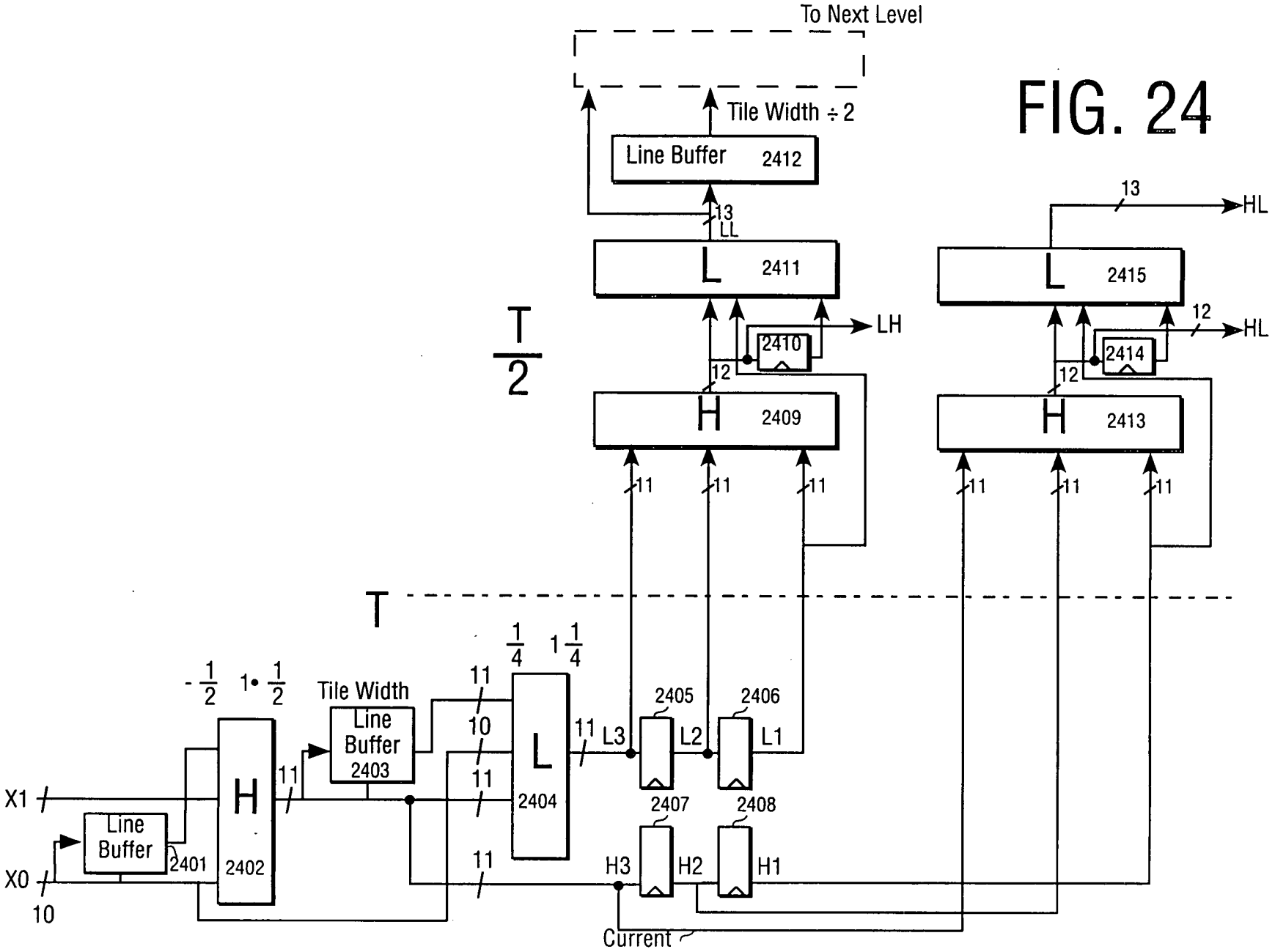

To Next Level
Tile Width ÷ 2
Line Buffer 2412
13
LL
L 2411
LH
2410
12
H 2409
11 11 11
13
HL
L 2415
12
HL
2414
12
H 2413
11 11 11
T/2
T
1/4 1 1/4
- 1/2 1• 1/2
Tile Width
Line Buffer 2403
11
10
11
L 2404
11
L3 2405
L2 2406
L1
X1
Line Buffer 2401
H 2402
11
2407 2408
X0
10
11
H3 H2 H1
Current

FIG. 24

T00EE0" 2E9E2860

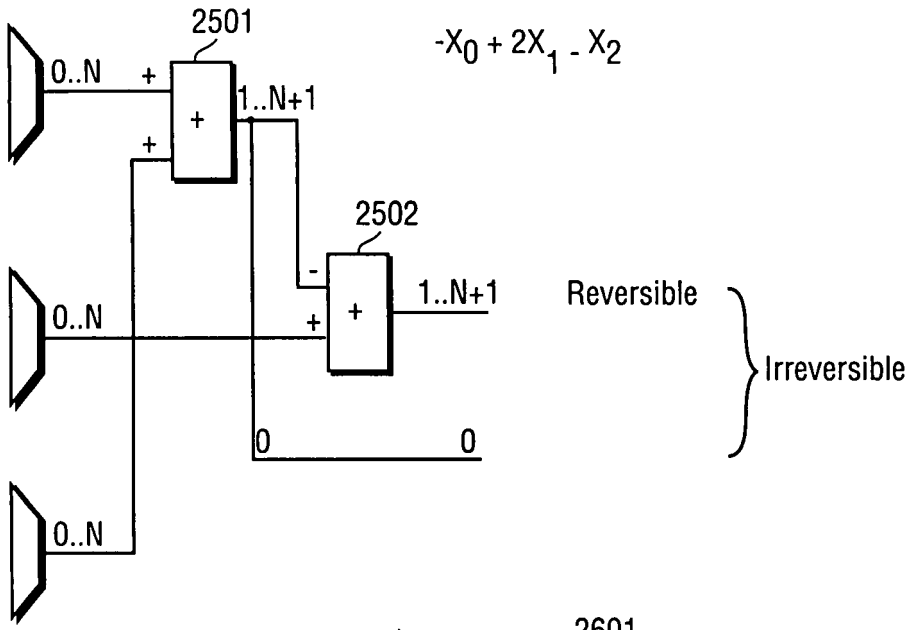


FIG. 25A

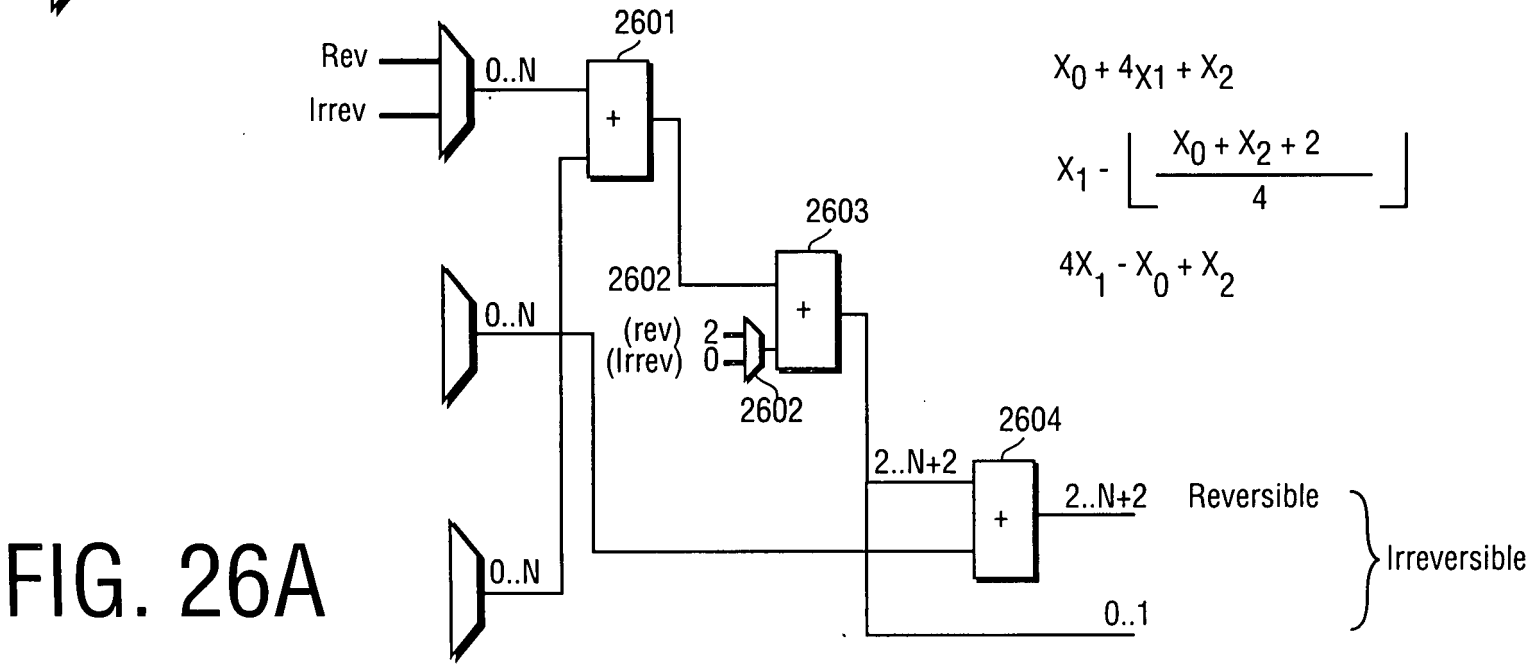


FIG. 26A

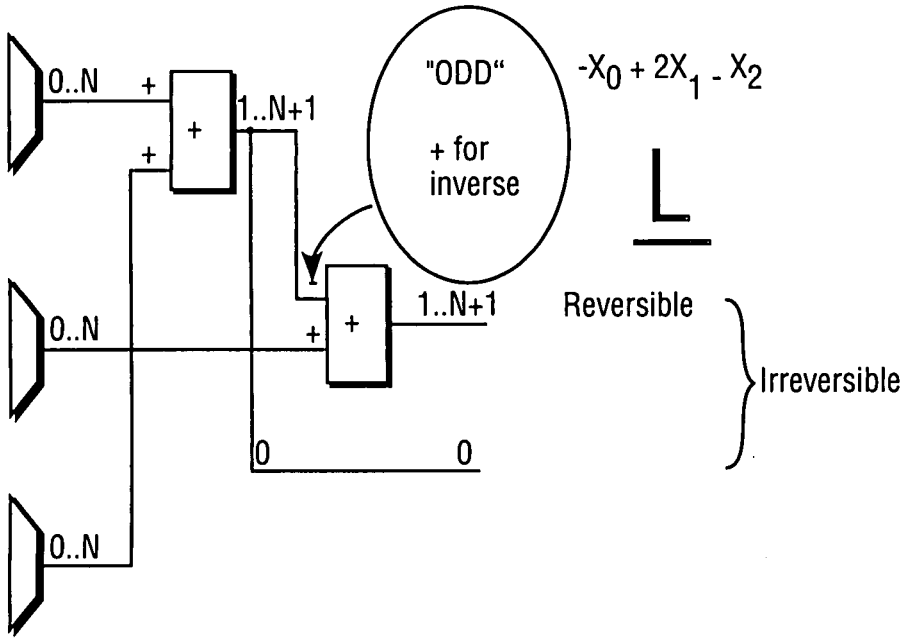


FIG. 25B

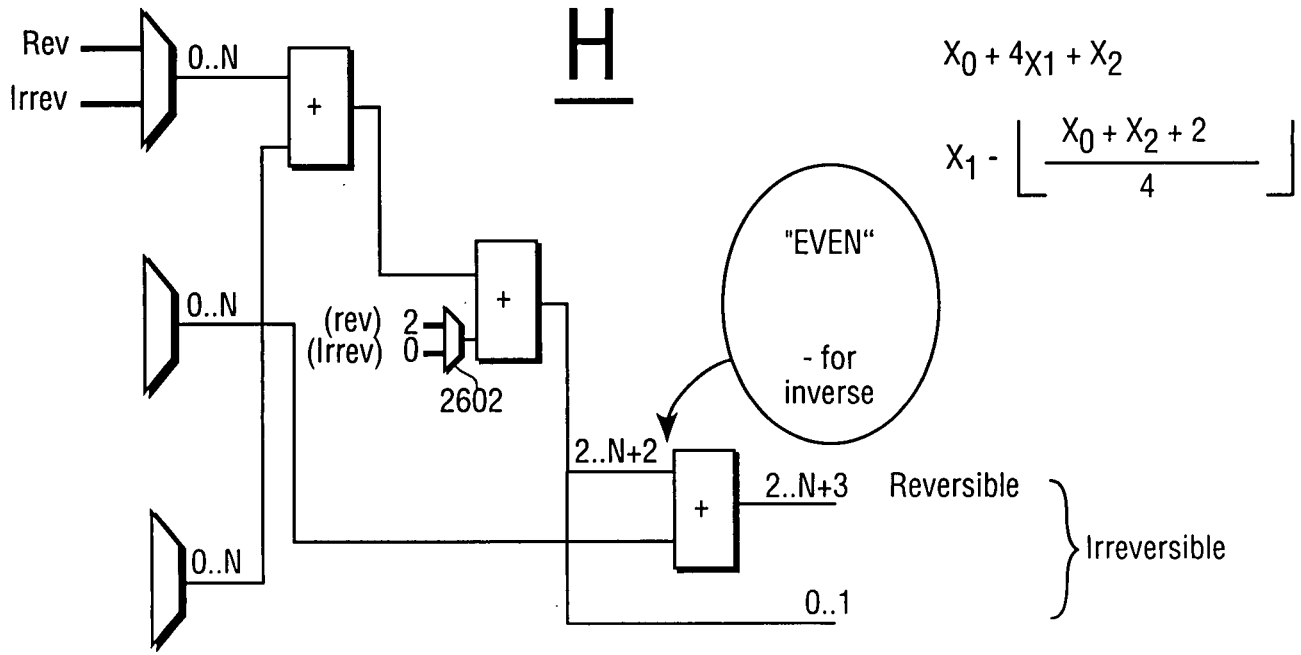
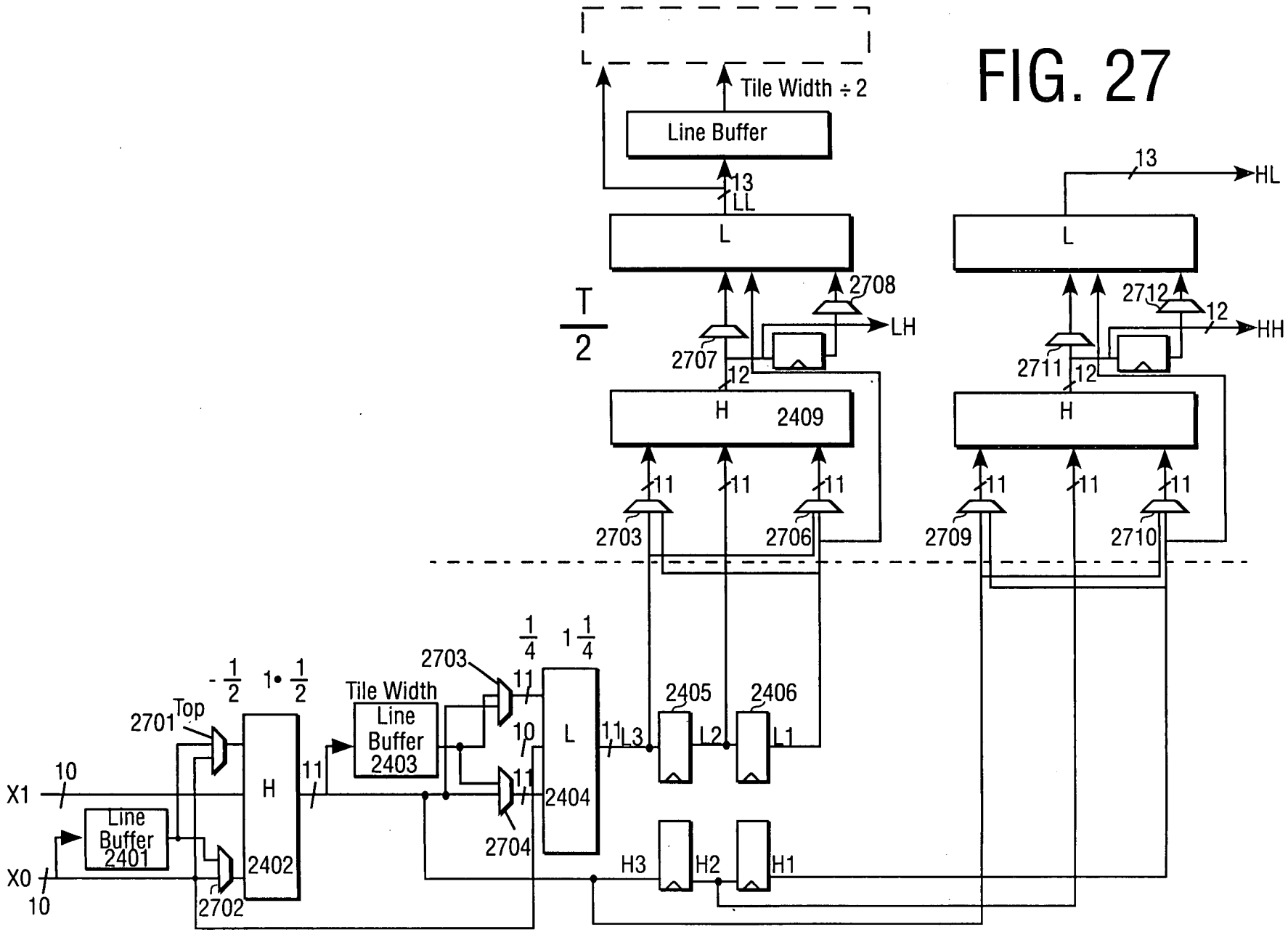


FIG. 26B

TOEED" 2E9E2860

FIG. 27



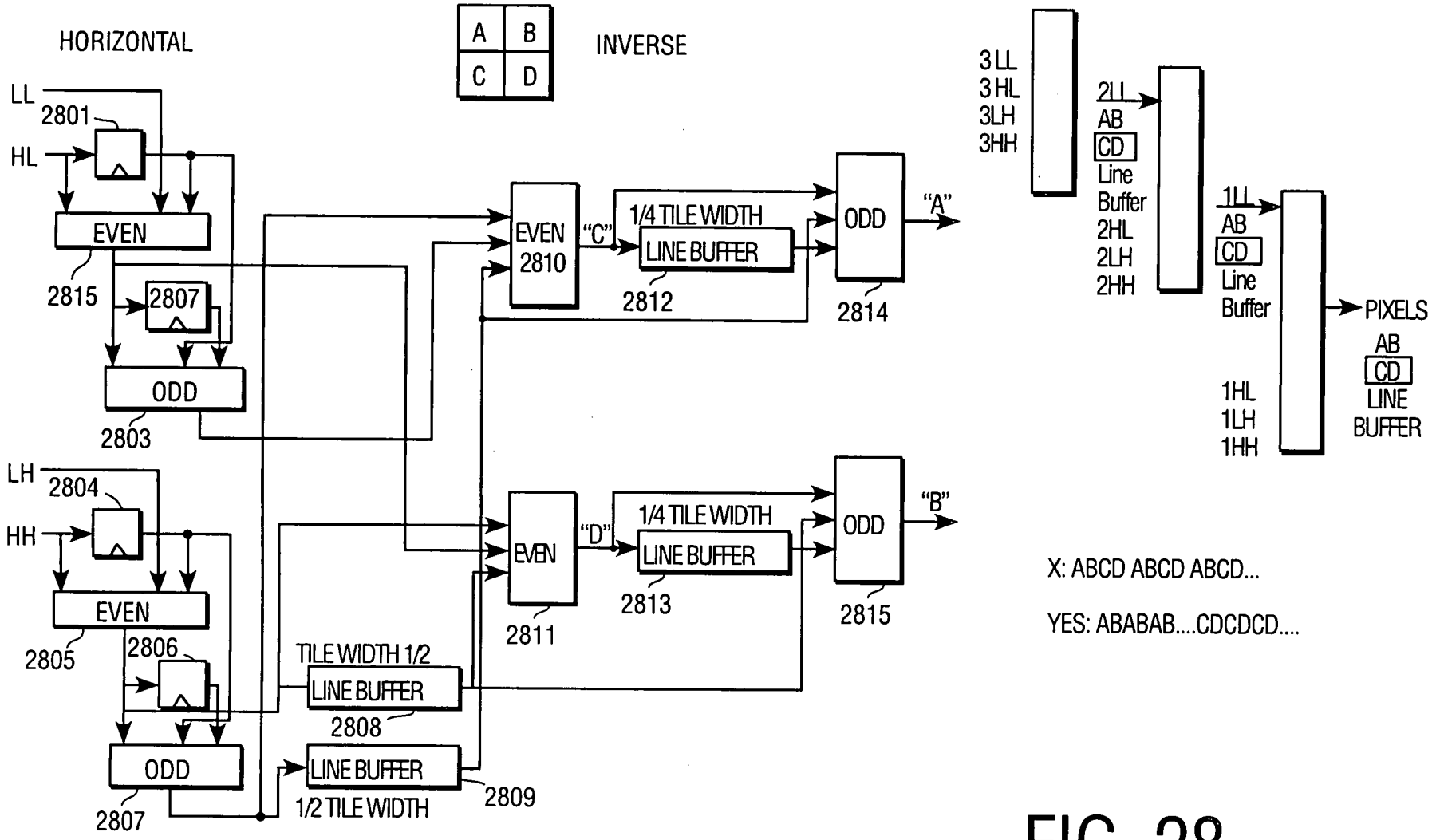

HORIZONTAL
A
B
C
D
INVERSE
LL
2801
HL
EVEN
2815
2807
ODD
2803
LH
2804
HH
EVEN
2805
2806
ODD
2807
EVEN
2810
"C"
1/4 TILE WIDTH
LINE BUFFER
2812
ODD
"A"
2814
EVEN
"D"
1/4 TILE WIDTH
LINE BUFFER
2813
ODD
"B"
2815
EVEN
2811
TILE WIDTH 1/2
LINE BUFFER
2808
LINE BUFFER
2809
1/2 TILE WIDTH
3LL
3HL
3LH
3HH
2LL
AB
CD
Line
Buffer
2HL
2LH
2HH
1LL
AB
CD
Line
Buffer
1HL
1LH
1HH
PIXELS
AB
CD
LINE
BUFFER
X: ABCD ABCD ABCD...
YES: ABABAB....CDCDCD....

FIG. 28

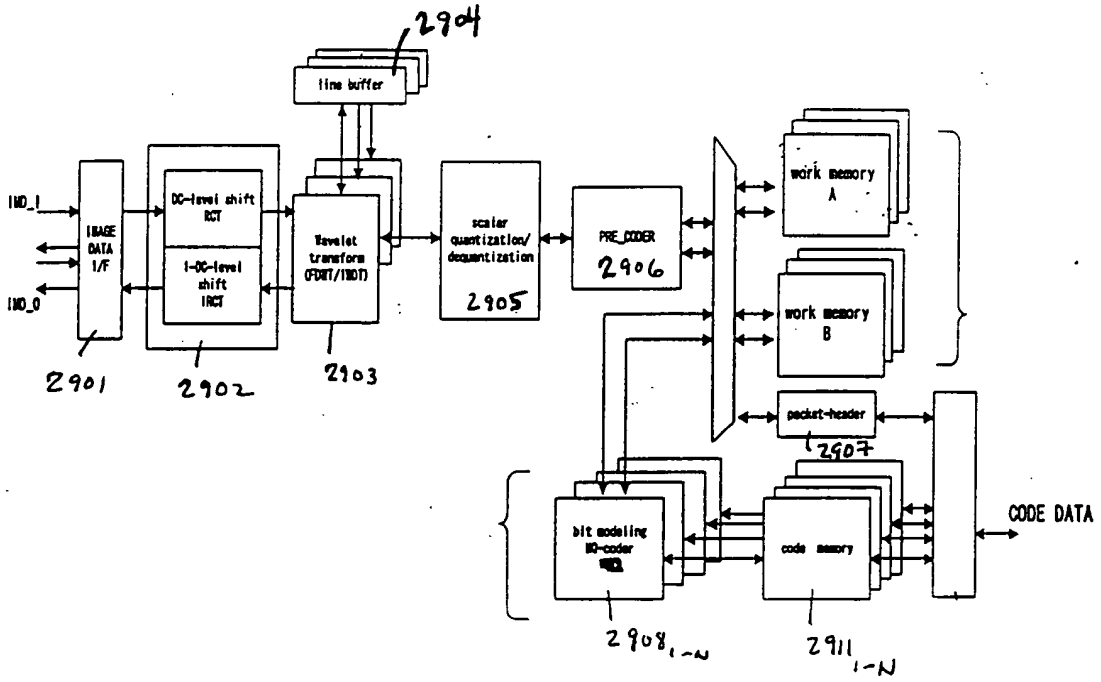

2904
line buffer
IMD_I
IMD_O
IMAGE DATA I/F
DC-level shift RCT
I-DC-level shift IRCT
Wavelet transform (FDWT/IWDT)
scaler quantization/ dequantization
2905
PRE_CODER
2906
work memory A
work memory B
packet-header
2907
bit modeling MQ-coder
code memory
CODE DATA
2901
2902
2903
2908 1-N
2911 1-N

Figure 29

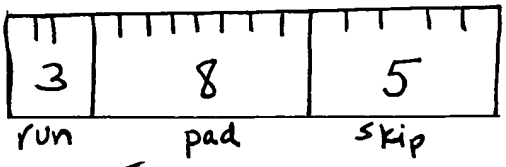


Figure 30

PD0000-0000-0000-0

Docket: 08-0203

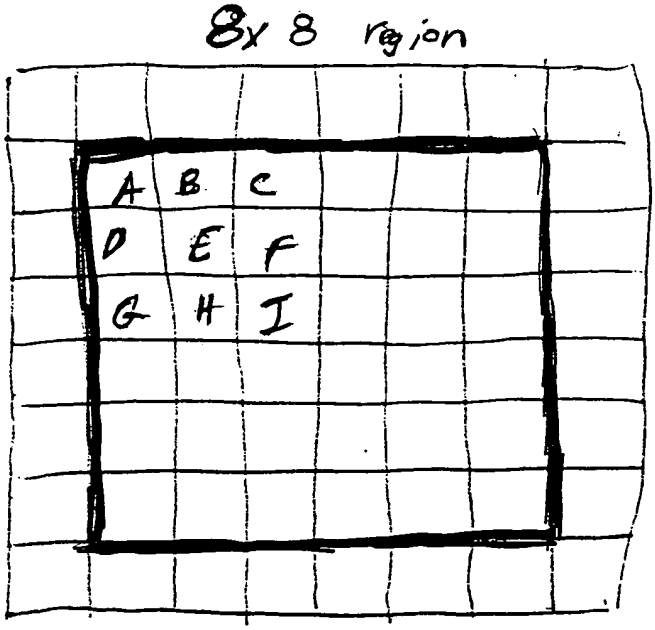


Figure 31

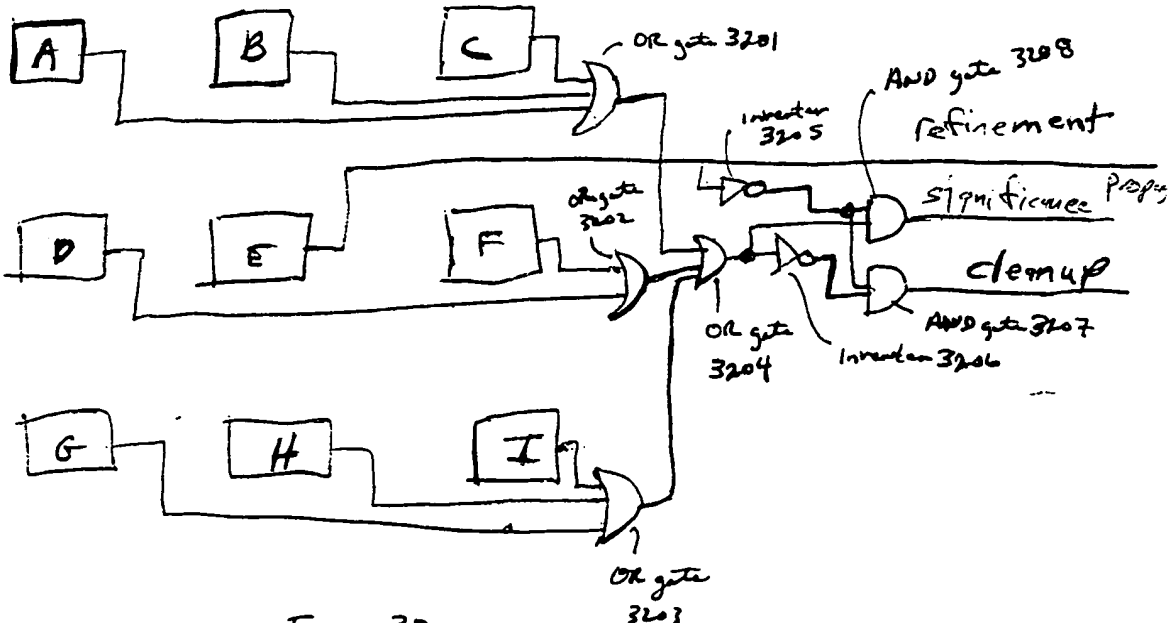


Figure 32